



PROJECT SUBMISSION AND ROUND-UP

Submission advice and module round-up



Advanced **Programming**

Philip Hanna CSC2021



Games Programming

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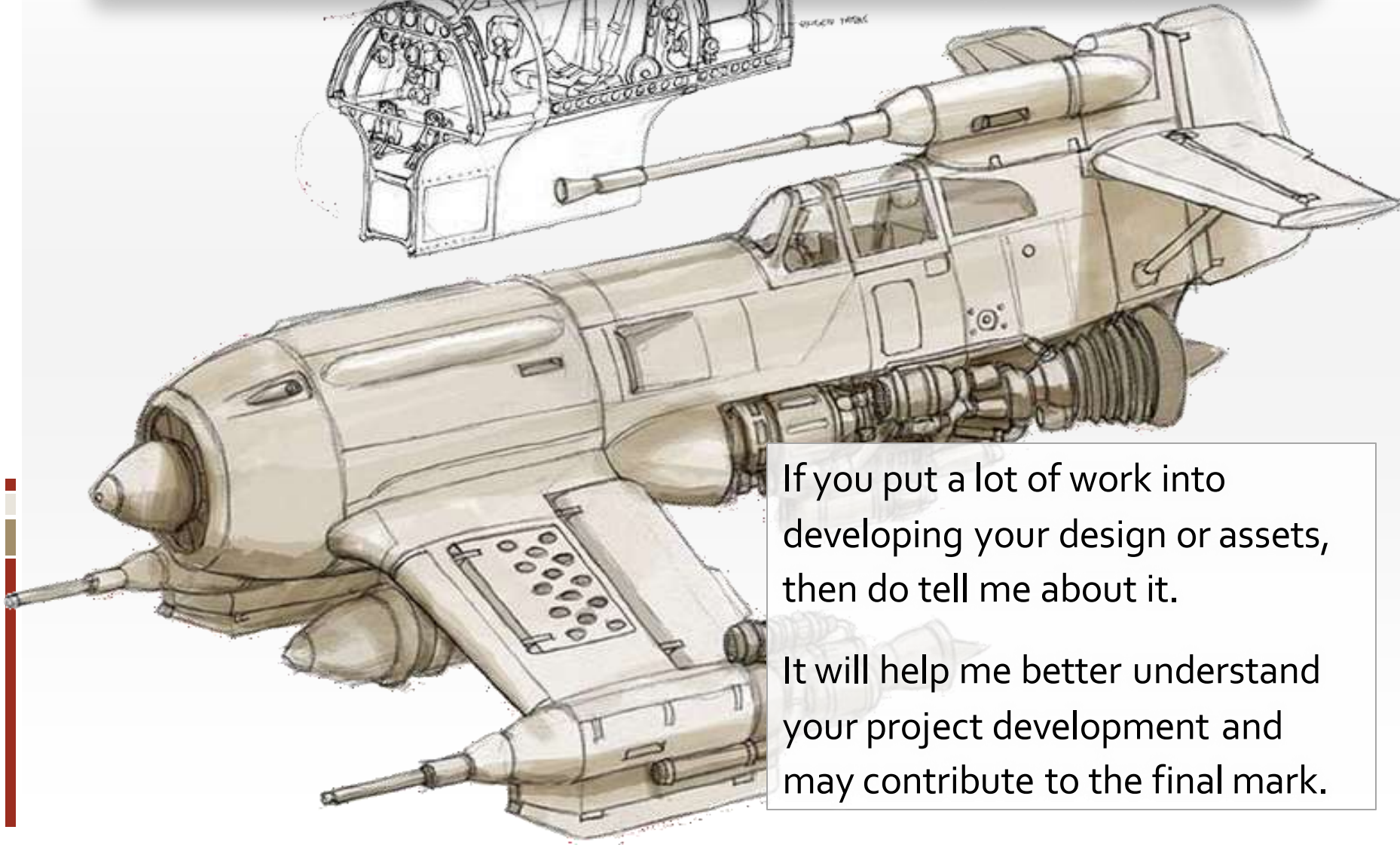
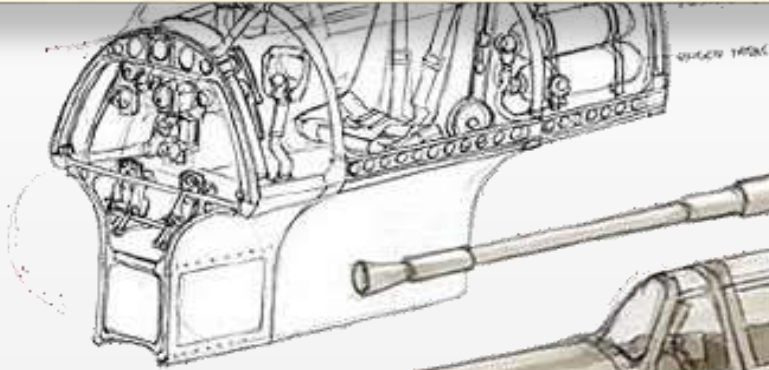
PROJECT SUBMISSION

Details of the final project submission

- **Question 1:** What has been submitted? Which projects should I assess as part of your submission. **If you have several projects on SVN clearly identify which is the correct one.**
- **Question 2:** How can your game be run? What are the controls for using your game?

If including several projects/solutions (e.g. editor, different versions of the game, etc.) highlight everything submitted and provide run installations. ***Checkout a fresh copy of your SVN project to check it runs OK.***

- **Question 3:** If you have provided any additional documentation along with your game, e.g. design documents, concept art, then please provide details here.



If you put a lot of work into developing your design or assets, then do tell me about it.

It will help me better understand your project development and may contribute to the final mark.

- **Question 4:** Identify any known bugs in your game. Also identify what you feel are the strengths of your game. Identify any non-obvious aspects of your game. Tell me how your game maps onto the marking criteria.

Important: Tell me about known bugs as this helps me understand / avoid problems (and I can then see / play more of your game).

Important: Do tell me of the strengths of your game, I can then focus my marking around these areas, i.e. I'll not miss any aspect you feel is important.

Do tell me about any non-obvious game aspects, e.g. hidden levels, special moves, etc., as I might otherwise miss them!



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- **Question 5:** Specify the mark distribution for your project

Assessment Topic	Weighting (total 100 marks)
Professionalism	Fixed 10 marks
Quality of Architectural Design	Fixed 15 marks
Use of Graphics/Sound	[5-25 marks]
Extent of Game Features	[5-25 marks]
Complexity of Game Algorithms	[5-25 marks]
Coding Style and Code Quality	Fixed 25 marks

Note: If I believe that your mark distribution does not best match the strengths of your project then I will adjust the distribution on your behalf.

- **Question 6:** Provide the peer evaluation of contribution within the team.

Discuss the contribution and effort that each member has made towards the project.

Decide how the marks will be distributed and record the team's decision in the table.

The entire team should sit down and complete the ***non-judgemental*** assessment table.

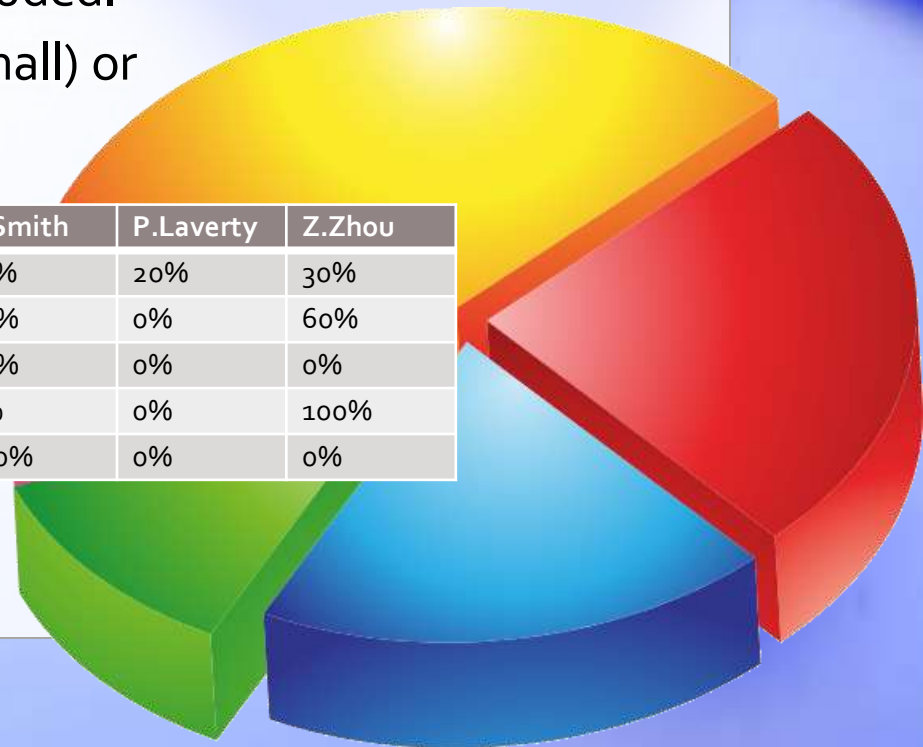
Team member:	Contribution
• Amount of time and effort applied throughout the project	•[value]
• Organisational (i.e. planning) and motivational contribution	•[value]
• Contribution to solving problems, develop complex code, remove bugs, etc.	•[value]

The contribution of each team member to the submitted code must also be specified.

- Total contribution (code development, debugging, code revisions, refactoring, etc.) should be taken into account.
- Old code (unused) or partially working code (still in development at the point of submission) can be included.

Either comment out the code (if small) or include within a separate file.

Source File	LOC	J.Blogs	S.Smith	P.Lavery	Z.Zhou
Game.cs	258	40%	10%	20%	30%
Player.cs	105	0%	40%	0%	60%
Level.cs	145	60%	40%	0%	0%
Collectable.cs	56	0%	0%	0%	100%
Splash.cs	25	0%	100%	0%	0%



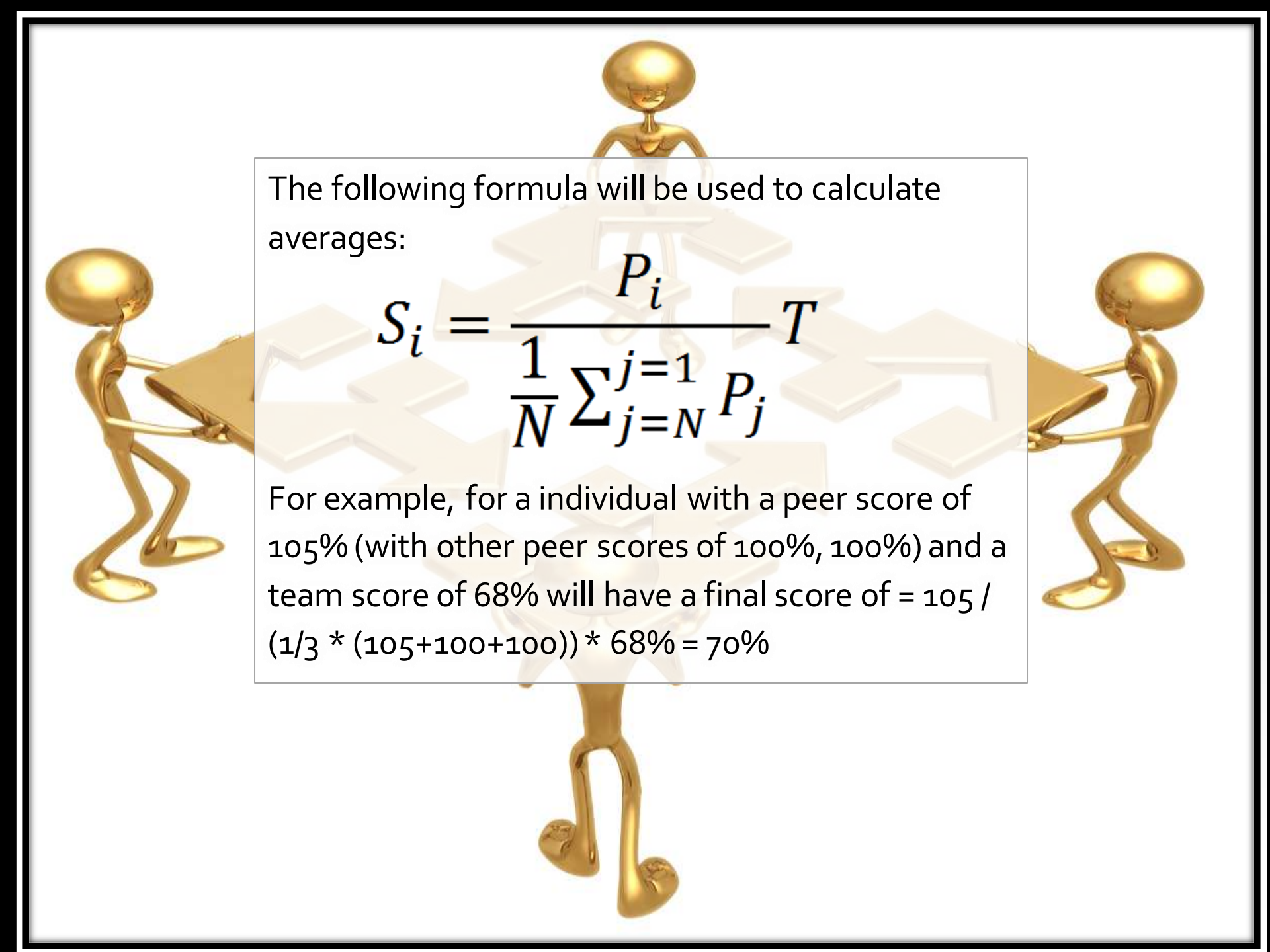
Each team member is awarded a percentage figure.

- **100%** - the member contributed as expected by the team.
- **> 100%** - the team feels the member deserves additional recognition.
- **< 100%** - contribution was not as expected by the team (potentially for valid reasons).

If the team cannot arrive at an agreed outcome, then contact me and we will arrange a team meeting to decide the allocation.

Important: I can also have a say in the peer distribution. If it is clear to me that one individual contributed significantly more than other team members then I will require that the individual contribution is reflected in the peer assessment.

I feel strongly that the peer assessment should be fair, and will contact teams if I feel this is not reflected in the peer distribution.



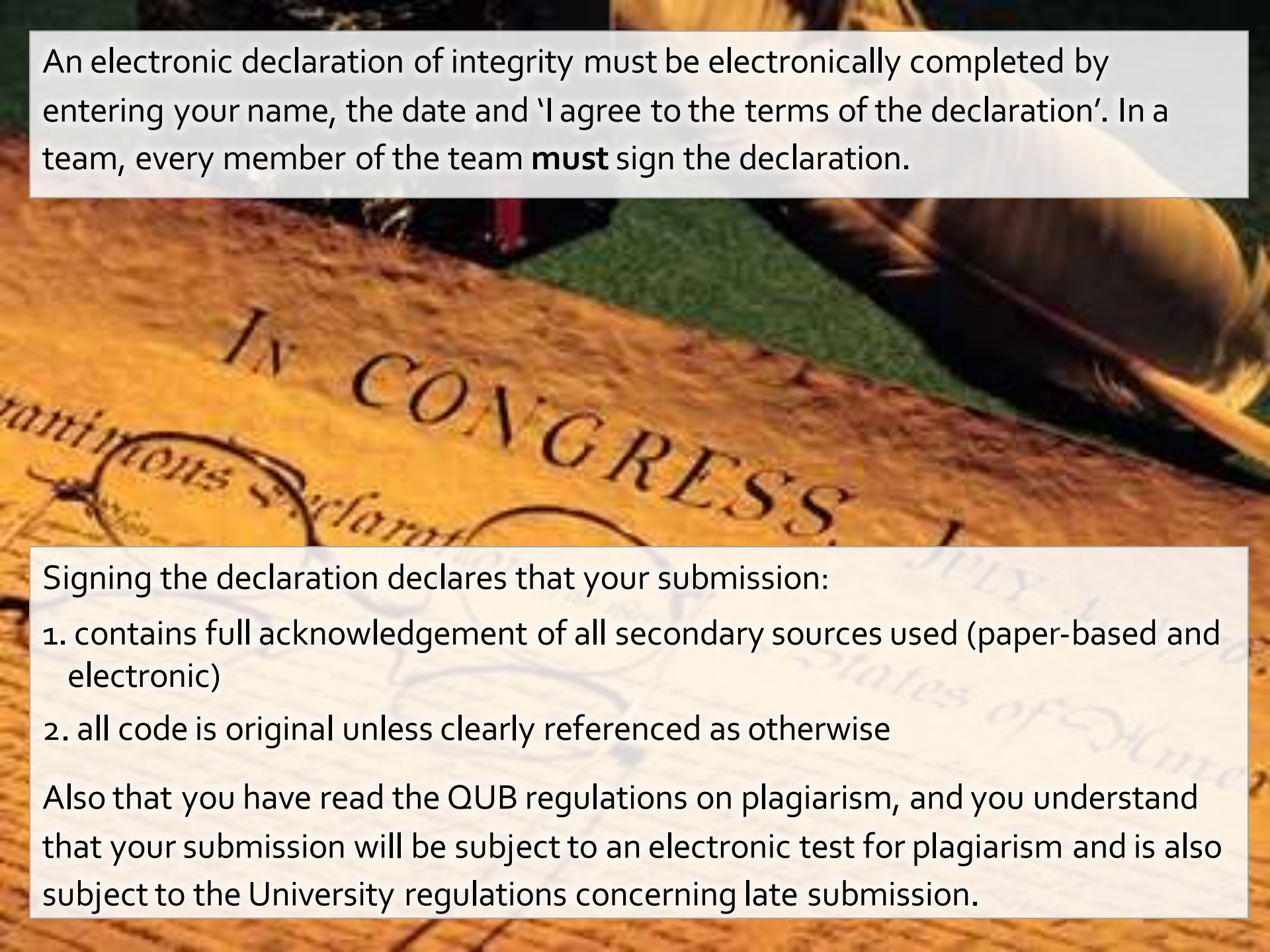
The following formula will be used to calculate averages:

$$S_i = \frac{P_i}{\frac{1}{N} \sum_{j=1}^N P_j} T$$

For example, for a individual with a peer score of 105% (with other peer scores of 100%, 100%) and a team score of 68% will have a final score of = $105 / (1/3 * (105+100+100)) * 68\% = 70\%$

Important: Don't forget to include the contribution of individuals within the team effort to the C++ bonus challenge.





An electronic declaration of integrity must be electronically completed by entering your name, the date and 'I agree to the terms of the declaration'. In a team, every member of the team **must** sign the declaration.

Signing the declaration declares that your submission:

1. contains full acknowledgement of all secondary sources used (paper-based and electronic)
2. all code is original unless clearly referenced as otherwise

Also that you have read the QUB regulations on plagiarism, and you understand that your submission will be subject to an electronic test for plagiarism and is also subject to the University regulations concerning late submission.

"A PIZZA DELIVERY REVOLUTION!"

William Sitwell, Evening Standard "Food Spy"

You must: Fully complete the project submission document. **If the declaration of academic integrity is not signed then your project will not be marked.**

You must: Include all source files used by your project along with all images, sounds, and other files needed for your project to run. **It is your responsibility to ensure that all content needed to run your project is included.**

Important: Materials submitted after the hand-in date will not normally be considered unless prior permission has been granted for late submission.

Checkout or copy
to new location
(e.g. lab
machine)+ run
yourself





Reminder!

Important: When submitting the project be sure to include **ALL** necessary files (including assets, libraries, fonts if used)... Checkout a fresh SVN copy to be sure.

Important: Be sure to identify any third party code you have used/adapted/extended.

You should email me your completed project submission document by **6pm on Monday 16th March**. A snapshot of your SVN repository will be taken shortly thereafter.



Optional: You may, if you wish, send me (using QUB Dropbox <https://dropbox.qub.ac.uk/>) the entire project by 6pm on **Monday**. **Late submission due to a lost E-mail will incur the normal University penalties.**

The final week



Whilst there are no formal lectures on Week 18, the lecture slots will be used to provide advisories and problem solving classes.

I will also try to clear other commitments during the week to assist where needed on projects – although be warned, I have been swamped with requests on previous years.

Assessment



Important :

- I will get most projects marked and returned (via e-mail) by around the end of March.
- Your team may be called in for a viva, I will advise you by email if a viva is needed.